

Application No. 09/928,294

Request for Continued Examination and Response to Final Office Action of January 29, 2007

Amendments to the Claims:

The Listing of Claims (pages 7–14) replaces all prior versions of claims in the application.

All prior claims 1–351 have been canceled without disclaimer.

New claims 352–374 have been added to the Listing of Claims to more clearly define the invention.

Claims 352–374 are now pending.

Listing of Claims:

Claims 1-351 (Canceled)

352. (New) An independently operable handheld game system comprising:

- (a) a housing of a size and weight that is suitable for handheld use;
- (b) a manually operable input device in said housing;
- (c) a processor in said housing for executing a first game program to generate first renderable polygon vertex data that represents variable shapes of a simulated 3-dimensional player-controlled object moving in a simulated 3-dimensional game space in response to manual operation of said input device;
- (d) a processor in said housing for digitally rendering displayable pixel data from said first polygon vertex data from a variable viewpoint;
- (e) a handheld electric power source in said housing for supplying electric power to said processors which are capable of processing when powered solely from said handheld electric power source; and
- (f) a discrete display device in said housing for displaying said digitally rendered pixel data as images of said player-controlled object moving in said simulated 3-dimensional game space.

353. (New) The handheld game system of claim 352, further comprising a touchscreen in said housing wherein motion of said player-controlled object is generated in variable directions in said game space in response to corresponding motion of a manually operated physical object moving on the surface of said touchscreen.

354. (New) The handheld game system of claim 352, further comprising a touchscreen in said housing wherein said variable shapes of said player-controlled object are varied in response to corresponding motion of a manually operated physical object moving across the surface of said touchscreen.
355. (New) The handheld game system of claim 352, further comprising:
- (g) operation detecting circuitry on said discrete display device for detecting successive operation location coordinates on said display device;
 - (h) a processor for generating successive images of partial areas of said game space corresponding to said detected successive operation location coordinates for display on said display device.
356. (New) The handheld game system of claim 352, further comprising:
- (g) operation detecting circuitry on said discrete display device for detecting a touched coordinate on said display device;
 - (h) a processor for determining in which operation area among a plurality of operation areas on said display device that said touched coordinate is detected;
 - (i) a processor for performing a predetermined process on said polygon data representing said player-controlled object corresponding to a touched operation area for display on said display device.

357. (New) The handheld game system of claim 352, further comprising:
- (g) operation detecting circuitry on said discrete display device for detecting a touched coordinate on said display device;
 - (h) a processor for generating a plurality of data portions for display in respective operation areas on said display device;
 - (i) a processor for determining in which operation area among said operation areas on said display device that said touched coordinate is detected;
 - (j) a processor for performing a predetermined process corresponding to a touched operation area.
358. (New) The handheld game system of claim 352, wherein said player-controlled object is rendered from a different viewpoint in said game space than the viewpoint from which said player-controlled object is displayed on said discrete display device.
359. (New) The handheld game system of claim 352, wherein said rendered pixel data represents said player-controlled object from a variable 3-dimensional viewing angle controlled by at least one manually operated control device.
360. (New) The handheld game system of claim 352, wherein said discrete display device is a liquid crystal display (LCD) device.

361. (New) The handheld game system of claim 352, wherein said processors are the same processor.
362. (New) The handheld game system of claim 352, wherein one of said processors is a graphics coprocessor.
363. (New) The handheld game system of claim 352, further comprising a program storage medium in said housing into which at least a portion of said first game program is downloaded through a data transmission link from a separately housed game system, said first game program being executed by at least one of said processors after said downloading to said program storage medium.
364. (New) The handheld game system of claim 352, wherein said player-controlled object is a representation of a grasping hand that is generated to grasp a second object in said 3-dimensional game space such that said second object becomes a second player-controlled object that moves together with said first object in response to manual operation of a control device.
365. (New) The handheld game system of claim 352, further comprising two touch-sensitive panels in said housing wherein motion of said player-controlled object is generated in variable directions in said 3-dimensional game space in response to corresponding motion of two manually operated physical objects moving on the respective surfaces of said two touch-sensitive panels.

366. (New) A method for use in an independently operable handheld game system having a housing for handheld use, a processor in said housing for executing a first game program, an electric power source in said housing for supplying power to said processor which is capable of processing data when powered only by said handheld power source, a manually operated control device in said housing, and a discrete display device in said housing, said method comprising the steps of:

- (a) generating in said processor first polygon vertex data that represents variable shapes of a 3-dimensional player-controlled object moving in a simulated 3-dimensional game space in response to manual operation of said control device;
- (b) digitally rendering displayable pixels from said first polygon vertex data from a variable viewpoint, limited by the power provided by said power source; and
- (c) displaying said digitally rendered pixels on said discrete display device as images of said player-controlled object moving in said simulated 3-dimensional game space.

367. (New) The method of claim 366, wherein motion of said player-controlled object is generated in variable directions in said game space in response to corresponding motion of a manually operated physical object moving on the surface of a touchscreen on said housing.

368. (New) The method of claim 366, wherein said variable shapes of said player-controlled object are generated in response to corresponding motion of a manually operated physical object moving across the surface of a touchscreen on said housing.
369. (New) The method of claim 366, wherein said player-controlled object is rendered from viewing angles in said game space in response to corresponding motion of a manually operated physical object moving across the surface of a touchscreen on said housing.
370. (New) The method of claim 366, wherein said images are simultaneously generated from at least two different viewing angles for display on at least two display devices respectively.

371. (New) A data storage medium encoded with a game program for use with an independently operable handheld game system having a housing for handheld use, a processor in said housing for executing a first game program, an electric power source in said housing for supplying power to said processor which is capable of processing data when powered only by said handheld power source, a manually operated control device in said housing, and a discrete display device in said housing, said data storage medium storing said first game program of instructions comprising:

- (a) first game instructions that cause said processor to generate first polygon vertex data that represents variable shapes of a 3-dimensional player-controlled object moving in a simulated 3-dimensional game space in response to manual operation of said control device;
- (b) second game instructions that cause a processor to digitally render displayable pixels from said first polygon vertex data from a variable viewpoint limited by the power supplied by said power source; and
- (c) third game instructions that cause display of said digitally rendered pixels on said discrete display device as images of said player-controlled object moving in said simulated game space.

372. (New) The data storage medium of claim 371, wherein said data storage medium is from the group comprising: semiconductor memory, optically coded disk, and data storage disk.

373. (New) An independently operable handheld game system comprising:
- (a) a housing of a size and weight that is suitable for handheld use;
 - (b) a manually operable input device in said housing;
 - (c) a processor in said housing for executing a first game program to generate first renderable non-sprite polygon vertex data that represents variable shapes of a simulated 3-dimensional player-controlled object moving in a simulated 3-dimensional game space in response to manual operation of said input device;
 - (d) a processor in said housing for digitally rendering displayable pixel data from said first polygon vertex data from a variable viewpoint;
 - (e) a handheld electric power source in said housing for supplying electric power to said processors which are capable of processing when powered solely from said handheld electric power source; and
 - (f) a discrete display device in said housing for displaying said digitally rendered pixel data as images of said player-controlled object moving in said simulated 3-dimensional game space.
374. (New) The handheld game system of claim 373, further comprising a touchscreen in said housing wherein motion of said player-controlled object is generated in variable directions in said game space in response to corresponding motion of a manually operated physical object moving on the surface of said touchscreen.